

**20.** The method according to claim 9, wherein perceptibly transforming the at least one symbol includes displaying a different symbol.

**21.** The method according to claim 20, further comprising displaying the randomly generated combination of symbols on at least one payline and altering a payout associated with the at least one payline upon the display of the different symbol.

**22.** The method according to claim 9, further comprising:

displaying a plurality of additional symbols subsequent to perceptibly transforming the at least one symbol of the combination of symbols;

providing the player with an opportunity to choose at least one of the plurality of additional symbols; and

perceptibly transforming the at least one chosen additional symbol into an indicia of an additional award through perceived interaction of the at least one chosen additional symbol with the at least one interactive symbol.

**23.** The method according to claim 22, further comprising providing the player with an opportunity to wager the additional award by choosing at least one other symbol of the plurality of additional symbols and perceptibly transforming the at least one other chosen symbol into another indicia of another additional award through perceived interaction of the at least one other chosen additional symbol with the at least one other interactive symbol.

**24.** A method of conducting a game comprising:

providing a player with an opportunity to place a wager;  
randomly selecting at least one combination of symbols, the combination of symbols being a randomly selected subset of a plurality of symbols which includes at least one interactive symbol;

displaying the combination of symbols in an array;

perceptibly replacing each symbol of the combination of symbols, less the interactive symbol, with new symbols upon display of the at least one interactive symbol in the array; and

perceptibly transforming at least one of the new symbols into a different symbol through perceived interaction with the at least one interactive symbol.

**25.** A gaming device comprising:

a display for exhibiting a combination of symbols selected from a plurality of symbols including at least one interactive symbol; and

a random number generator for randomly selecting a combination of symbols from the plurality of symbols

and selecting the at least one interactive symbol for randomly selecting and interacting with at least one other symbol of the combination of symbols for perceptibly transforming the at least one other symbol into a different symbol.

**26.** A gaming device comprising:

a display for exhibiting a combination of symbols selected from a plurality of symbols including at least one interactive symbol;

a random number generator for randomly selecting the combination of symbols;

an input device for a player configured such that, upon selection of the at least one interactive symbol by the random number generator, actuation of the input device may select at least one symbol of the combination of symbols causing the at least one interactive symbol to perceptibly interact with and transform the at least one selected symbol into a different symbol.

**27.** A gaming device comprising:

a display configured to exhibit an array of symbols selected from a plurality of symbols including at least one interactive symbol;

a random number generator for randomly selecting the array of symbols from the plurality of symbols; and

a device associated with the display for providing a perception to a viewer of the display that the at least one interactive symbol, upon selection by the random number generator, chases at least one other symbol from the array of symbols, catches the at least one other symbol and transforms the at least one other symbol.

**28.** A gaming device comprising:

a display for exhibiting an array of symbols selected from the plurality of symbols including at least one interactive symbol; and

a random number generator for randomly selecting the array of symbols from the plurality of symbols; and

a device associated with the display for providing a perception to a viewer of the display such that upon selection by the random number generator, the at least one interactive symbol causes all other symbols in the array to be replaced with new symbols and subsequently interacts with at least one new symbol for transforming the at least one new symbol into a different symbol.

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